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<b>UTILITY PATENT APPLICATION TRANSMITTAL</b>  <i>(Only for new nonprovisional applications under 37 C.F.R. § 1.53(b))</i>	Attorney Docket No.	NC30315
	First Inventor or Application Identifier	Jose J. Garcia-Luna-Aceves
	Title	Transmission-Scheduling Coordination Among Collocated Internet Radios
	Express Mail Label No.	EL620282845US

<b>APPLICATION ELEMENTS</b> See MPEP chapter 600 concerning utility patent application contents.	<b>ADDRESS TO:</b> Assistant Commissioner for Patents Box Patent Application Washington, DC 20231
1. <input checked="" type="checkbox"/> * Fee Transmittal Form (e.g., PTO/SB/17) (Submit an original and a duplicate for fee processing)	5. <input type="checkbox"/> Microfiche Computer Program (Appendix)
2. <input checked="" type="checkbox"/> Specification [Total Pages <b>32</b> ] (preferred arrangement set forth below) - Descriptive title of the invention - Cross References to Related Applications - Statement Regarding Fed sponsored R & D - Reference to Microfiche Appendix - Background of the invention - Brief Summary of the invention - Brief Description of the Drawings (if filed) - Detailed Description - Claim(s) - Abstract of the Disclosure	6. Nucleotide and/or Amino Acid Sequence Submission (if applicable, all necessary) a. <input type="checkbox"/> Computer Readable Copy b. <input type="checkbox"/> Paper Copy (identical to computer copy) c. <input type="checkbox"/> Statement verifying identity of above copies
3. <input checked="" type="checkbox"/> Drawing(s) (35 U.S.C. 113) [Total Sheets <b>8</b> ] 4. Oath or Declaration [Total Pages <b>1</b> ] a. <input type="checkbox"/> Newly executed (original or copy) b. <input type="checkbox"/> Copy from a prior application (37 C.F.R. § 1.63(d)) (for continuation/divisional with Box 16 completed) i. <input type="checkbox"/> <u>DELETION OF INVENTOR(S)</u> Signed statement attached deleting inventor(s) named in the prior application, see 37 C.F.R. §§ 1.63(d)(2) and 1.33(b).	<b>ACCOMPANYING APPLICATION PARTS</b> 7. <input type="checkbox"/> Assignment Papers (cover sheet & document(s)) 8. <input type="checkbox"/> 37 C.F.R. § 3.73(b) Statement <input type="checkbox"/> Power of (when there is an assignee) <input type="checkbox"/> Attorney 9. <input type="checkbox"/> English Translation Document (if applicable) 10. <input type="checkbox"/> Information Disclosure <input type="checkbox"/> Copies of IDS Statement (IDS)/PTO-1449 <input type="checkbox"/> Citations 11. <input type="checkbox"/> Preliminary Amendment 12. <input checked="" type="checkbox"/> Return Receipt Postcard (MPEP 503) (Should be specifically itemized) 13. <input type="checkbox"/> * Small Entity <input type="checkbox"/> Statement filed in prior application, Statement(s) <input type="checkbox"/> Status still proper and desired (PTO/SB/09-12) 14. <input type="checkbox"/> Certified Copy of Priority Document(s) (if foreign priority is claimed) 15. <input type="checkbox"/> Other: _____

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# FEE TRANSMITTAL

## for FY 2001

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**Complete if Known**

Application Number	
Filing Date	
First Named Inventor	Jose J. Garcia-Luna-Aceves
Examiner Name	
Group Art Unit	
Attorney Docket No.	NC30315

<b>TOTAL AMOUNT OF PAYMENT</b>	<b>(\$)</b>	<b>746.00</b>
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### METHOD OF PAYMENT

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☐ Applicant claims small entity status  
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## FEE CALCULATION

## 1. BASIC FILING FEE

Large Entity		Small Entity		Fee Description
Fee Code	Fee (\$)	Fee Code	Fee (\$)	

101	710	201	355	Utility filing fee	710 00
106	320	206	160	Design filing fee	
107	490	207	245	Plant filing fee	
108	710	208	355	Reissue filing fee	
114	150	214	75	Provisional filing fee	

<b>SUBTOTAL (1)</b>	<b>(\$)</b>	<b>710.00</b>
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## 2. EXTRA CLAIM FEES

	Extra Claims		Fee from below	Fee Paid
Total Claims	22	-20** =	2	18.00 = 36.00
Independent Claims	3	-3** =		0.00 =
Multiple Dependent				

Large Entity		Small Entity		Fee Description
Fee Code	Fee (\$)	Fee Code	Fee (\$)	

103	18	203	9	Claims in excess of 20
102	80	202	40	Independent claims in excess of 3
104	270	204	135	Multiple dependent claim, if not paid
109	80	209	40	** Reissue independent claims over original patent
110	18	210	9	** Reissue claims in excess of 20 and over original patent

<b>SUBTOTAL (2)</b>	<b>(\$)</b> 36.00
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**FEE CALCULATION** (continued)

### 3. ADDITIONAL FEES

Large Entity Fee		Small Entity Fee		Fee Description	Fee Paid
Code	(\$)	Code	(\$)		
105	130	205	65	Surcharge - late filing fee or oath	
127	50	227	25	Surcharge - late provisional filing fee or cover sheet	
139	130	139	130	Non-English specification	
147	2,520	147	2,520	For filing a request for <i>ex parte</i> reexamination	
112	920*	112	920*	Requesting publication of SIR prior to Examiner action	
113	1,840*	113	1,840*	Requesting publication of SIR after Examiner action	
115	110	215	55	Extension for reply within first month	
116	390	216	195	Extension for reply within second month	
117	890	217	445	Extension for reply within third month	
118	1,390	218	695	Extension for reply within fourth month	
128	1,890	228	945	Extension for reply within fifth month	
119	310	219	155	Notice of Appeal	
120	310	220	155	Filing a brief in support of an appeal	
121	270	221	135	Request for oral hearing	
138	1,510	138	1,510	Petition to institute a public use proceeding	
140	110	240	55	Petition to revive - unavoidable	
141	1,240	241	620	Petition to revive - unintentional	
142	1,240	242	620	Utility issue fee (or reissue)	
143	440	243	220	Design issue fee	
144	600	244	300	Plant issue fee	
122	130	122	130	Petitions to the Commissioner	
123	50	123	50	Petitions related to provisional applications	
126	240	126	240	Submission of Information Disclosure Stmt	
581	40	581	40	Recording each patent assignment per property (times number of properties)	
146	710	246	355	Filing a submission after final rejection (37 CFR § 1.129(a))	
149	710	249	355	For each additional invention to be examined (37 CFR § 1.129(b))	
179	710	279	355	Request for Continued Examination (RCE)	
169	900	169	900	Request for expedited examination of a design application	

Other fee (specify) _____			
Reduced by Basic Filing Fee Paid	<b>SUBTOTAL (3)</b>	(\$)	0.00

## SUBMITTED BY

Name (Print/Type)	Brian T. Rivers	Registration No. (Attorney/Agent)	41,270	Telephone	972-894-4959
Signature				Date	10/31/10

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## TRANSMISSION-SCHEDULING COORDINATION AMONG COLLOCATED INTERNET RADIOS

This application claims the benefit of U.S. Provisional Application No.  
60/230,395, filed September 6, 2000.

### 5 FIELD OF THE INVENTION

The present invention relates to the scheduling of transmissions  
without collisions in ad hoc networks with radio links in which routers can have  
both hosts and networks attached to them, and where some routers with  
wireless interfaces are collocated and receive conflicting transmission  
10 schedules from wireless neighbors.

### BACKGROUND

Ad hoc networks (i.e., multi-hop packet radio networks) are computer  
networks in which routers are connected with wireless links. In ad hoc  
networks, nodes (stations or packet radios) can be mobile and communicate  
15 with one another either directly or through intermediate nodes, without relying  
on any pre-existing network infrastructure.

Many medium-access control (MAC) protocols have been developed  
for wireless networks. These protocols can be classified as contention-based  
and schedule-based protocols.

20 In a contention-based protocol, a node contends for access to the  
channel on a packet-by-packet basis. This is accomplished by either sending  
data packets to the channel or by means of a collision-avoidance handshake  
using small control packets. Examples of the former type of protocols are  
ALOHA, CSMA, BTMA, CSMA/CD. Examples of collision-avoidance  
25 protocols proposed to date include those disclosed in U.S. Pat. No. 5,319,64,  
U.S. Pat. No. 4,661,902, U.S. Pat. No. 5,231,634, U.S. Pat. No. 5,502,724,  
and U.S. Pat. No. 5,721,725. Additional examples include, IEEE802.11, floor  
acquisition multiple access with non-persistent carrier sensing (FAMA-NCS),

receiver initiated multiple access ( RIMA), and multiple access collision avoidance (MACA).

Two key performance limitations of all contention-based protocols, including all collision-avoidance MAC protocols over single or multiple channels are that: (a) they cannot provide channel-access delay guarantees, and (b) they lack explicit support of collision-free multicasting or broadcasting.

To provide delay guarantees and collision-free broadcasting and multicasting, network nodes can use a known transmission schedule or establish such a schedule dynamically to transmit data packets without collisions. Transmission schedules are established for time periods that are much longer than the duration of a single data packet or just a few data packets. In a transmission schedule, nodes are allowed to transmit at different times and on different data channels (e.g., frequencies, spreading codes, or their combination) in a way that no collisions occur.

The limitations of fixed transmission scheduling are the inability to adapt to network changes and inefficient use of the channel if nodes are bursty sources of traffic.

There are many approaches in the prior art based on dynamic transmission scheduling methods in which stations use ALOHA, slotted ALOHA or other contention-based protocols in an uplink to request time slots from a base station. An example of this approach is the system disclosed in U.S. Pat. 5,638,371. A number of protocols have been proposed in the recent past to provide dynamic time-slot allocation without requiring central base stations. These protocols can be classified as topology-independent and topology-dependent time scheduling protocols.

Shepard, "A Channel Access Scheme for Large Dense Packet Radio Networks," SIGCOMM '96 Conference Proc., ACM 1996, "Scalable, Self-Configuring Packet Radio Network Having Decentralized Channel Management Providing Collision-Free Packet Transfer," US Patent 5,682,382, October 28, 1997; Chlamtac et al., Chlamtac, W. R. Franta, and K. D. Levin,"

BRAM: The Broadcast Recognizing Access Method," IEEE Trans. Commun., vol. COM-27, pp. 1183--89, 1979, "Fair Algorithms for Maximal Link Activation in Multihop Radio Networks," IEEE Transactions on Communications, Vol. COM-35, no. 7, July, 1987, "Time-Spread Multiple-Access (TSMA) Protocols for Multihop Mobile Radio Networks," IEEE/ACM Transactions on Networking, Vol. 5, no. 6, December, 1997; and Ju and Li, Ji-Her Ju, Victor O.K. Li, "An Optimal Topology-Transparent Scheduling Method in Multihop Packet Radio Networks," IEEE/ACM Transactions on Networking, Vol. 6, no. 3, June 1998, have proposed topology-independent time-scheduling protocols. The protocols proposed by Ephremides and Truong, A. Ephremides, T. Truong, "Scheduling Broadcasts in Multihop Radio Networks," IEEE Transactions on Communications, Vol. COM-38, No. 4, April, 1990; Corson, C. Zhu, M.S. Corson, "A Five-Phase Reservation Protocol (FPRP) for Mobile Ad Hoc Networks," Proc. IEEE INFOCOM '98; Young, C. D. Young, "USAP: A Unifying Dynamic Distributed Multichannel TDMA Slot Assignment Protocol," [apple87] U.S. Patent 4,661,902, April 1987; and Tang and Garcia-Luna-Aceves, Z. Tang and J.J. Garcia-Luna-Aceves, "Hop-Reservation Multiple Access (HRMA) for Multichannel Packet Radio Networks", Proc. IEEE IC3N '98: Seventh International Conference on Computer Communications and Networks, Lafayette, Louisiana, October 12-15, 1998 are examples of topology-dependent scheduling protocols, such that a node acquires a transmission schedule that allows the node to transmit without interfering with nodes one and two hops away from itself, and such that channel reuse is increased as the number of neighbors per node decreases. Robust Environmentally Aware Link and MAC) (REALM) is another example of topology-dependent transmission scheduling; in this protocol, control packets used to exchange transmission schedules are transmitted.

A common feature of all the schedule-based protocols in the prior art consists of assuming that each node has a single radio interface to the wireless network, or that the radios used by a single node (e.g., a base station) operate in orthogonal channels, such as a downlink and an uplink

channel in the case of a base station. In practice, however, multiple radio interfaces may be required at a single node to connect to the appropriate nodes in its neighborhood by means of multiple radio transceivers and directional antennas. In addition, two or more nodes with a single transceiver may be located near one another and be connected through a wired interface or a wired LAN. We refer to all these cases as colocated nodes. Collocated nodes present a new problem for the establishment and maintenance of transmission schedules dynamically, because the schedules that they receive from other nodes over wireless channels may be in conflict with one another, simply because different nodes may have radio connectivity with different colocated nodes.

## SUMMARY OF THE INVENTION

The present invention consists of a method for colocated nodes communicating over a first interface to agree on a conflict-free transmission schedule among themselves, which they can then use to collaborate with neighbors accessed through a second interface, for example through wireless links in order to obtain collision-free transfers of unicast, multicast and broadcast packets over wireless channels, and channel access delay guarantees. The present invention makes the colocated nodes behave as a single virtual node for the purpose of establishing a consistent transmission schedule throughout the nodes of a multihop wireless network.

An embodiment of the present invention is implemented as the Collocated Neighborhood Established Transmission Scheduling protocol (CONETS) because it enables the nodes of an ad hoc network that are colocated and linked through wired media (a LAN or a wired link) to compute a single collision-free transmission schedule among themselves that they can then use to coordinate with other neighbors over wireless links to obtain collision-free transmission. In an embodiment of the invention, CONETS is used in combination with a dynamic transmission-scheduling protocol for multihop wireless networks, such as Neighboring Established Transmission

Scheduling (NETS), described in commonly assigned U.S. Patent Application No. 09/418,899, filed October 15, 1999, and incorporated by reference herein.

CONETS assumes that colocated nodes must generate a common schedule to be used for a synchronous wireless network in which transmission times are organized into frames divided into slots. The amount of synchronization required in such a wireless network is the same type of synchronization required in any network operating with frequency hopping radios, such as those designed to operate in ISM bands and commercially available today.

A deterministic scheduling algorithm in CONETS allows all the colocated nodes connected together through a LAN or wired link to agree on the same transmission schedule after the reliable exchange of schedule packets with one another. Each colocated neighbor of a node acknowledges the schedule packet sent by the node; this acknowledgment can be sent either as a separate packet or as part of a schedule packet. Collocated nodes exchange CONETS schedule packets during a frame to derive a common schedule that takes effect for the transmission of data over wireless channels during the following frame. In addition to schedule packets, colocated nodes also transmit hello packets to inform their colocated neighbors of their existence, without having to send long schedule packets. The transmission of CONETS depends on the definition of the frames used in the radio channel(s) of the ad hoc network only in that such packets must be sent within the duration of a given frame and result in transmission schedules used by nodes to transmit over the wireless channel(s) of the ad hoc network that take effect starting with the following frame.

A CONETS schedule packet provides a summary description of the two-hop neighborhood of a node in terms of: all the known nodes in the two-hop neighborhood of the transmitting node, the incoming and outgoing collision-free links of the node that have already been scheduled, the time slots and data channels where new links with the node can be reserved, and

the time slots and data channels where the node will be listening while not active in scheduled links. A CONETS acknowledgment packet is sent in response to a CONETS schedule packet. A CONETS hello packet simply states the identifier of the sending node and refers to the last schedule packet sent by the node. A CONETS hello-response packet is sent to correct the sequence number used by the sender of a CONETS hello packet to indicate what the latest schedule packet is.

#### BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1 illustrates an ad hoc network according to an embodiment of the invention;

Fig. 2 illustrates a frame utilized to transmit packets according to an embodiment of the invention;

Figs. 3A and 3B are flowcharts illustrating process steps of scheduling transmission of packets according to an embodiment of the invention;

Fig. 4 illustrates the format of a schedule packet according to an embodiment of the invention;

Fig. 5 illustrates the format of a hello packet according to an embodiment of the invention;

Fig. 6 illustrates the format of a hello-response packet according to an embodiment of the invention; and

Fig. 7 illustrates scheduling information available at a node according to an embodiment of the invention.

#### DETAILED DESCRIPTION

A system for the establishment of a common schedule among collocated nodes for collision-free unicast, multicast, and broadcast transmissions in ad hoc networks according to an embodiment of the invention is disclosed herein. In the following description, numerous specific



details are set to provide a thorough understanding of the present invention. However, it will be evident to those skilled in the art that these specific details need not be used to practice the present invention and alternative embodiments are possible. In other cases, well-known structures and circuitry have not been shown in detail to avoid unnecessarily obscuring the present invention.

The present scheduling protocol disclosed according to an embodiment will be referred to as the Neighborhood Established Transmission Scheduling (CONETS) protocol, because it enables all nodes that are members of an ad hoc network and colocated over a wired link or local area network (LAN) to obtain the exact same transmission schedule and interact with other nodes in the ad hoc network as if they were a single node for the purpose of building transmission schedules dynamically. The scheduling rules followed by colocated nodes are such that no colocated node is allowed to transmit while one of its colocated neighbors is attempting to receive data.

The novelty of the present invention results from combining a novel deterministic algorithm for selecting the node that should be allowed to transmit in a given time, together with a novel reliable exchange of schedule information among colocated nodes over the wire or LAN used to interconnect them.

# I. Basic Service and Architecture

Figure 1 illustrates aspects on an exemplary ad hoc network with colocated nodes according to an embodiment of the invention. The ad hoc network depicted in the figure consists of a number of subnetworks 20, 30, 40, 50, which provide an extension of the Internet through a number of internet radios (IRs) 100, 110, 120, 130, 140, 150, 160, 170, 180. Each IR 100-180 is a wireless router with an IP address and a MAC address. The ad hoc network attaches to the Internet 900 via an access point, called "AirHead," which comprises IR 110 interconnected to an Internet router 200 through local area network 40.

IR 100, 140, and 180 are collocated through LAN 30, and the transmission schedule that IR 100 communicates to its non-collocated neighbors (IR 160 and IR 130) must be the same as the schedule that IR 140 communicates to its non-collocated neighbor IR 110, and IR 180 communicates to its non-collocated neighbor IR 170. IR 100, 140, and 180 agree on the same transmission schedule using the CONETS protocol. The packets that pertain to the CONETS protocol are exchanged among IR 100, 140 and 180 over LAN 30 only. The channel access protocol used to support CONETS depends only on the transmission media of LAN 30.

CONETS packets are sent asynchronously over the link or LAN interconnecting collocated nodes. However, for the purpose of deriving a transmission schedule to be used over a set of wireless channels, CONETS assumes that time over the wireless channel(s) used is slotted and that slots are grouped into frames. The duration of a slot and a frame is configured in a node. We also assume that multiple orthogonal data channels are available; these channels can be implemented by means of multiple frequency bands, direct-sequence or frequency-hopped spreading codes, or combinations of waveforms that combine such techniques.

To describe the operation of CONETS, the term active scheduled link (ASL) is used to denote a reserved sequence of contiguous time slots with a specific start slot and an associated data channel, where a data channel can be a spreading code, a frequency hop sequence, a frequency band, a data rate, and combinations of these and other transmission parameters.

Slots are allocated to ASLs on multiples of link units, where a link unit is the minimum number of contiguous slots that a non-empty ASL can require. Hence, the slot range of an ASL is a multiple of link units. Furthermore, the start slot of an ASL must be a number that is a multiple of link units. This is done to avoid orphan slots that cannot be allocated to any ASL.

We note that an ASL specified for unicast transmissions has a transmitter and a receiver, and an ASL for multicast or broadcast transmissions has a transmitter and multiple receivers.

Nodes can be identified by their MAC addresses or any type of identifier allowing a node to denote any of its colocated neighbors unambiguously. In the description of the embodiment of the invention presented herein, we simply use the term node identifier to denote the identifier used among colocated neighbors. A node can have any number of colocated neighbors over one or multiple wired transmission media. The node uses CONETS over each interface with colocated nodes to agree with all such neighbors on a common transmission schedule, which makes all colocated nodes act as a single node for the purpose of scheduling transmissions with other nodes over wireless links of a multihop wireless network.

Colocated nodes exchange schedule packets, acknowledgments to such schedule packets, hello packets that refer to prior schedule packets, and hello-response packets designed to correct the information being used by a colocated neighbor.

In one preferred embodiment of the present invention, CONETS is used in combination with Network Established Transmission Scheduling (NETS) and Robust environmentally Aware Link and MAC (REALM), which are described in commonly assigned U.S. Patent Applications No. 09/418,899, filed October 15, 1999 and No. 09/248,738 filed February 10, 1999, assigned to the Assignee of the present invention and incorporated herein by reference. In this embodiment, REALM is used to determine when NETS schedule packets are sent periodically by each node, depending on its two-hop neighborhood. According to REALM, time is divided into frames of a known number of slots, and each frame is assigned a number that is known throughout the network. As illustrated in Figure 2, the first few slots of each frame 200 are dedicated to the transmission of NETS schedule packets, and

such slots are called control slots 202. The rest of the frame 200 is used for the transmission of data; the slots in the remaining of the frame 200 are called data slots 204. CONETS packets are exchanged over a wired link or a LAN by colocated nodes during the time of the frame 200 assigned for the transmission of data over the wireless channels. The transmission of CONETS schedule packets 206 is accomplished using a channel access protocol suitable for the transmission media used to interconnect the colocated nodes; for example, if the LAN interconnecting the colocated nodes is an Ethernet, carrier sense multiple access with collision detection (CSMA/CD) is used for the transmission of CONETS packets over it. Figure 2 illustrates the case in which two of the colocated IRs in LAN 30 of Figure 1 send schedule packets 206 and one of them sends a hello packet 208 during a given frame; the figure also illustrates the fact that CONETS packets are not transmitted synchronously with respect to the frame assumed for the transmission of packets over the wireless channel available.

Establishing schedules in CONETS is based on the following principles:

- (a) Each node must advertise its transmission schedule to all its colocated neighbors, so that they can agree on the same version of the schedule, and each colocated node is capable of processing CONETS packets received over a LAN or wired link while it sends or receives data packets over one or more wireless links.
- (b) Data from a source must flow without interference from other sources over a reserved ASL, until conflicts due to mobility, errors due to the physical link, or the end of the flow are detected. Because of possible hidden terminals, the receiver(s) of an ASL must tell potential sources that the ASL is reserved.
- (c) Links must be established over multiple available data channels. Because of possible hidden terminals, both sender and receiver(s) of a link

must decide that the intended ASL does not interfere with other ongoing ASLs.

(d) Each node receives an explicit acknowledgment to its transmitted schedule from each collocated neighbor in a LAN or wired link.

5 (e) ASLs proposed or established by neighbors accessed through a wireless link have precedence over proposed ASLs from any of the collocated nodes to another node.

(f) Collocated nodes can communicate with one another over a wired transmission medium, with no need for establishing an ASL over a wireless  
10 channel.

CONETS provides two basic services: maintaining the set of collocated neighbors of a node over a given wired interface, and establishing a common transmission schedule among all those collocated nodes. Using CONETS, a set of collocated nodes appear to their neighbors as a single node with  
15 multiple node identifiers and capable of receiving or transmitting over multiple orthogonal channels concurrently, without being able to both transmit and receive at the same time over any channel.

Figure 3 shows a flowchart outlining a preferred embodiment of CONETS in which REALM and NETS are used to schedule the transmission  
20 of packets into the radio channel(s) of an ad hoc network. An important assumption in this embodiment is that a node can receive the acknowledgments (ACKs) to any CONETS schedule packet from its collocated neighbors within the same frame.

## II. Information Exchanged and Maintained in CONETS

25 Figure 4 presents the format of a canonical CONETS schedule packet 416, which illustrates the combination of the various types of information used in the present invention. Fields in the canonical format are assumed to be required fields. The type of information conveyed in the schedule packets used in the embodiment of the present invention is the same as schedule

information conveyed in NETS schedule packets. A CONETS schedule packet specifies the transmission schedule and neighbor information known to the node and consists of:

a) The sequence number 400 and age 402 of the schedule packet.

5 b) The address of a collocated neighbor 404 that should send an ACK for the packet; a broadcast address (i.e., "all collocated neighbors") is used when new schedule information is reported.

c) A list of one or more outgoing ASLs 406, which specify ASLs used for the node to transmit to its neighbors; each such ASL is specified by:

10 The node identifier assigned to the neighbor in the ASL

The start slot of the ASL

The slot range occupied by the ASL

The data channel used for the ASL

The frames to live for the ASL (FTL)

15 A bit indicating if the ASL is established (0) or requested (1)

A schedule priority ticket whose value is picked by the node

d) A list of one or more incoming ASLs 408, which specify ASLs used for neighbors to transmit to the node; each such ASL is specified by:

The node identifier assigned to the node by its neighbor in the ASL

20 The start slot of the ASL

The slot range occupied by the ASL

The data channel used for the ASL

The frames to live for the ASL (FTL)

A request bit indicating if the ASL is established (0) or requested (1)

A schedule priority ticket whose value is picked by the neighbor

- e) A list of zero or more idle slot ranges (ISR) 410, with each ISR specified by:

The start slot of the ISR

5 The slot range of the ISR

The data channel used for the ISR

A bit indicating if the node is listening on the ISR

A schedule priority ticket whose value is picked by the node

- f) A list of one or more active one-hop neighbors 412, with each entry in the list consisting of:

The MAC address of a neighbor

The XLID given by the node to the link with the neighbor

The RLID given by the neighbor to the link with the node

- g) A list of zero or more MAC addresses of one- and two-hop neighbors 414.

For simplicity, it is assumed that ASLs and ISRs are specified in an order defined by their start slots, with the ASL and ISR with the smallest start slot number going first in the respective list.

Slot ranges are specified in terms of link units. The schedule priority ticket is a random number used by nodes to determine which requested ASL (i.e., an ASL with request bit set to 1) asking for slots and a channel that overlap at least partially with other requested ASLs should win. The preferred embodiment of the present invention would follow the simple rule that the proposed ASL with the smallest ticket value is assigned the slots and channel requested.

Outgoing and incoming ASLs sent in a CONETS packet are either links agreed upon by all the nodes in a two-hop neighborhood, or they can be proposed links requested by nodes. ISRs have lower priority than established or requested ASLs and are used for nodes to execute quick transactions and to indicate to nodes receiving a CONETS schedule packet the slot ranges and associated channels that can be used to request ASLs with a given neighbor.

In the preferred embodiment of the present invention, an acknowledgment (ACK) to a CONETS schedule packet specifies the node identifier of the sender of the CONETS packet, the node identifier of the receiver of the CONETS packet, the sequence number of the CONETS packet, and a flag indicating whether the node sending the ACK agrees or disagrees with the schedule proposed in the CONETS packet. In an alternative of the preferred embodiment of the present invention, ACKs to CONETS schedule packets are included as part of a CONETS packet in a list of ACKs. In this case, each item in such a list consists of the sequence number of a CONETS packet, the node identifier of the sender of the CONETS packet being acknowledged, and a flag indicating a positive or negative acknowledgment.

Figure 5 shows the canonical format of a CONETS hello packet 506, which specifies the node identifier of the sender of the packet 500, the sequence number 502 and the age of the packet 504. The sequence number of a hello packet is the same sequence number of the last schedule packet used to report changes in the assumed schedule. The age field specifies a timeout during which the schedule information is valid.

Figure 6 shows the canonical format of a CONETS hello-response packet 608, which specifies the node identifier of the sender of the packet 600, the node identifier of the intended recipient of the packet 602, and the sequence number 604 and age 606 that the sending node has previously received from the intended receiver of the packet.



The information a node maintains about its two-hop neighborhood consists of:

- (a) The MAC addresses and associated node identifiers of all its one-hop neighbors, including its collocated neighbors.
- 5 (b) The ASLs advertised by all its non-collocated one-hop neighbors.
- (c) The ISRs advertised by all its non-collocated one-hop neighbors.

The aggregate of ASLs constitutes the working schedule of the two-hop neighborhood of a node, and the ISRs constitute the choices the node should first try to use to request new ASLs with neighbors. All collocated neighbors agree on the same schedule for themselves.

A node maintains a hello entry for each collocated neighbor specifying the node identifier of the neighbor and a timer; the value of the timer is updated with the reception of a hello or schedule packet from the corresponding collocated neighbor.

### 15 III. Maintaining Collocated Neighbors

A node detects the presence of its collocated neighbors over a LAN or wired link by means of schedule packets and hello packets transmitted over the medium used to interconnect the collocated nodes. A node maintains a hello entry for each collocated neighbor; each entry specifies the node  
 20 identifier of a neighbor and an age timer that determines the remaining time that the collocated neighbor and its schedule information can be assumed to be valid. The age of each hello entry is reduced each predefined unit of time, and a node determines that a collocated neighbor is not reachable through a wired link or LAN when the hello entry for the collocated neighbor reaches a  
 25 zero age. A node deletes a collocated neighbor from its data structures when the information for the neighbor ages out locally, that is, the node decrements the age of a collocated neighbor down to zero.

In the preferred embodiment, the unit of time used for aging equals one frame or multiple frames; this choice renders small age fields and permits a node to decrement the age of a collocated neighbor only once a frame or once every number of frames. A node maintains a hello counter for itself and an age counter for each collocated neighbor. A node then resets its hello counter to its maximum value each time it sends a hello or CONETS schedule packet. A hello packet specifies the node identifier of the sending node, the sequence number of the last schedule packet sent to its collocated neighbors, and an age field specifying the period of time for which the schedule information referenced in the hello is valid.

Referring now to Fig. 3a, after initializing, 300, and at the beginning of each frame 302, the node decrements its hello counter and the age counter of each of its collocated neighbors, 304. In the preferred embodiment of the present invention, the CONETS protocol is used together with NETS and REALM, and a collocated node can only transmit a schedule packet during the control portion of a frame to report the schedule it agreed upon with its collocated nodes during the data portion of the previous frame. As Figures 3A and 3B show, REALM is used in CONETS to determine in which control slot a node can transmit its schedule to its non-collocated neighbors over the wireless channel 306, a node then processes the frame to receive and store schedule packets from other nodes 308-310. Next the schedule computation procedures of NETS are used to process the schedule packets, 312.

A node with collocated neighbors, therefore, receives the schedule packets during the control portion of a frame from neighbors with which it has radio connectivity, processes all such schedule packets according to Etiquette rules 1 to 10 using the same procedures disclosed for the NETS, and sends a CONETS schedule packet over the wired link or LAN to its collocated neighbors during the data portion of the frame. During the data portion of the frame, a node with collocated nodes may receive CONETS schedule packets, hello packets, acknowledgment packets, and hello-response packets. The

schedule of a node can be modified by CONETS schedule packets and loss of connectivity with a collocated node.

As Figure 3A illustrates, after processing the schedule packets, 312, and determining that the schedule has changed, 314, a node transmits a CONETS schedule packet, 320, only if there is sufficient time left in the frame to receive all the acknowledgments from its collocated neighbors, 320. If the node transmits the CONET packet, the hello counter is reset, 322. If the node does not transmit a CONET package, the process begins again at the next frame start, 302. For simplicity, the event corresponding to the loss of a collocated neighbor is not shown in Figure 3. However, this event can be interpreted in the pseudocode presented in Figure 3 as the reception of a virtual schedule from the collocated node that becomes disconnected containing no ASLs and ISRs. The reception of the node's hello at a collocated neighbor restarts the timer used by the neighbor to delete schedule information reported by the node. Accordingly, a node that has no schedule modifications during a given frame, 314, sends a hello packet during the frame, 318, if it has not sent any hello or schedule packet for a period of time proportional to the maximum age allowed for a collocated node to remain valid according to its hello counter, 316.

The sequence number used to determine the most up to date schedule received from a collocated neighbor may need to be recycled. Even if a large sequence number space is used (e.g., 32 bits can be used to denote a sequence number), a node may need to recycle the sequence number it uses for its transmission schedule after it reboots following a failure. The following steps are followed to ensure that the most recent transmission schedule from a node is accepted as such by all its collocated neighbors.

To start a safe recycling of sequence numbers in the presence of failures, a node that reaches the maximum allowed sequence number sends a hello with the maximum sequence number and an age of 0, which instructs

its collocated neighbors to prepare to accept a smaller sequence number for the node.

Referring now to Figure 3B, therein are process steps used at a node to process hellos or CONETS schedule packets received from collocated nodes at 318 and 322, respectively, of Fig. 3A.

A node that receives a hello packet, 334, from a collocated neighbor, through 324 and 334, that is determined new and not known previously, 336, transmits a Hello packet, 338, to the collocated neighbor even if it has no schedule changes to report; the Hello packet functions as a schedule packet that specifies the node identifier of the new collocated neighbor as the node that must acknowledge the schedule packet, and the sequence number of this schedule packet is the same as the last sequence number acknowledged by other collocated neighbors.

A node that is started or rebooted is initialized with an empty transmission schedule and therefore sends a hello packet with a zero sequence number and the maximum allowed age.

As shown in Figure 3, when node Y receives 340 a hello from a collocated neighbor X in which the sequence number used by the sending node X is smaller than the sequence number stored at the receiving node Y for the sending node, 340, then node Y sends a hello-response packet to node X specifying the sequence number and age locally available at node Y for its collocated neighbor X, 350. In turn, when node X receives through 324, 334, a hello-response packet addressed to it, 352, it increases its sequence number to equal the maximum of its current sequence number and one plus the sequence number received in the hello-response packet from node Y, 354; after that, node X sends a hello with the resulting sequence number, 356. If a hello-response is not received, 352, node X, and an ACK to CONET packet is received, 358, node X marks node Y as having sent the ACK. If an ACK is not received, 358, node X and if more data slots are available to receive appropriate CONETS packets, 362, node X determines whether map

packets are to be received. Taking these steps ensures that node X uses sequence numbers for its hello and schedule packets that all its collocated neighbors can assume to be the most recent from node X.

As shown in Figure 3, if node Y receives, through 324, 334, 336, 340, 342, a hello with a zero (0) age and the maximum sequence number allowed from a collocated neighbor X, 344, it then locally assigns a zero (0) sequence number and a maximum age to node X, 346; this allows node Y to maintain the last schedule reported by X while it transmits a subsequent hello or schedule packet reliably with a sequence number equal to 1, otherwise it assigns a sequence number equal to the sequence number in the hello, 348.

As shown in Figure 3, when node Y receives, through 324, a CONETS schedule packet from a collocated neighbor X in which the sequence number used by the sending node X is smaller than the sequence number stored at the receiving node Y for the sending node, 326, then node Y discards the packet, 332 and sends a hello-response packet to node X with the sequence number stored for X at node Y, 350. If node Y receives a CONETS schedule packet otherwise, it updates its own schedule based on CONETS schedule packet using NET procedures, 328.

#### IV. Establishing Common Transmission Schedules

For convenience, we refer to all the data that must be transmitted by a node to one or multiple neighbors over a given ASL as a flow. Data packets in the same flow, therefore, can be addressed to different network-level destinations sharing the same relay next node. The scheduling of such packets over an ASL is outside the scope of this invention. However, it should be apparent to those skilled in the art that the ASLs established in CONETS tend to be longer lasting than individual connections, therefore, because they service multiple connections.

Because nodes in a two-hop neighborhood may have inconsistent scheduling information and send out their requests for ASLs concurrently, more than one requested ASL sent by nodes during the same frame may

specify conflicting slot ranges, data channels or intended receivers. The establishment of a common transmission schedule for all colocated nodes using CONETS is based on a simple distributed election method based on a novel etiquette of channel reuse. In one preferred embodiment of the present invention, a node listens for REALM control packets during the first few slots of a frame and uses the rest of the frame to exchange CONETS schedule packets with its colocated neighbors; the common schedule agreed upon by the node and all its colocated neighbors takes effect at the beginning of the next frame. In another preferred embodiment of the present invention, a node exchanges CONETS schedule packets with its colocated neighbors based on schedule information received during the prior frame from non-collocated neighbors, and the common schedule agreed upon by the node and its colocated neighbors takes effect at the beginning of the next frame.

CONETS bases the scheduling of transmissions on a set of etiquette rules, which are an extension of the rules defined for the NETS protocol. The modifications to the NETS etiquette allow two or more colocated nodes to transmit or receive concurrently over orthogonal channels, and prevent a colocated node from transmitting while any of its colocated neighbors is receiving. The CONETS etiquette consists are the following:

Etiquette Rule 1: The schedule assumed by all the colocated nodes in the same LAN or wired link takes effect in the frame following the frame during which CONETS schedule packets are exchanged.

Etiquette Rule 2: An incoming or outgoing ASL already established has precedence over any requested ASL that conflicts with the established ASL.

Etiquette Rule 3: For any requested ASLs that conflict with one another, the following precedence rules must be observed:

3a) ASLs received from non-collocated neighbors have precedence over ASLs received from colocated neighbors and ASLs requested by the node itself.

3b) ASLs for broadcast transmissions have precedence over ASLs for multicast or unicast transmissions.

3c) ASLs for multicast transmissions have precedence over ASLs for unicast transmissions.

5 3d) Among the ASLs with the same precedence due to the type of transmission, the ASL with the smallest schedule priority ticket has precedence.

Etiquette Rule 4: The following precedence rules must be observed for nodes and colocated nodes that work in half-duplex mode:

10 4a) No ASL to or from a given node may overlap on any time slot with another ASL to or from the same node.

4b) No ASL from any colocated node may overlap any ASL to any of its colocated neighbors on any time slot.

15 4c) ASLs from colocated node peers using identical channels must not overlap on any time slot.

Etiquette Rule 5: The slots of an ASL must be contiguous and the same data channel must be used for the entire ASL.

20 Etiquette Rule 6: ASLs have precedence over ISRs, and between two ISRs that use the same channel and overlap in at least one time slot, the ISR with the smallest schedule priority ticket has precedence.

Etiquette Rule 7: During any given time slot assigned for data transmission, a node that is not transmitting or receiving on an established ASL must be listening in one of its advertised ISRs.

25 Etiquette Rule 8: When node i needs to establish a new ASL with a neighbor j, it must choose one of the advertised ISRs from j without creating any conflict with any other etiquette rules.

Etiquette Rule 9: A node can transmit only over established ASLs.

Etiquette Rule 10: Transmissions over an advertised ISR must be done using a listen-before-talk etiquette over the channel specified for the ISR.

Etiquette Rule 11: A node can announce a new ASL to or from the node itself to its non-located neighbors only after all its located neighbors have agreed to include the ASL in the common transmission schedule maintained by all located nodes.

All the valid ASLs constitute the working schedule of the node. The working schedule of node  $i$  is denoted by  $WS_i$ . The valid ISRs constitute the feasible schedule of the node. The feasible schedule of node  $i$  is denoted by  $FS_i$ . Node  $i$  updates  $WS_i$  and  $FS_i$  when it receives a CONETS schedule packet from a located neighbor, or a schedule packet from a non-located neighbor. Schedule packets and CONETS schedule packets are received in different portions of a frame. In one preferred embodiment, the first few slots of a frame are dedicated to the exchange of schedule packets among neighbors with radio connectivity with one another. The rest of the frame can then be used over a wired link or LAN by located nodes to exchange CONETS schedule packets. Figure 2 illustrates the structure of the frame in such an embodiment.

To update  $WS_i$ , node  $i$  applies etiquette rules 1 to 11 on each of the updated ASLs or new ASLs reported in a CONETS schedule packet to determine which are valid ASLs among all those reported by its neighbors and the ASLs originated by the node itself. Given Etiquette Rule 11, a node requiring to establish a new ASL must first announce the new ASL to its located neighbors in a CONETS packet and receive the positive ACKs from all its located neighbors, before it can announce the proposed ASL to its non-located neighbors.

Consider the wireless network shown in Figure 1. For simplicity, the system is assumed to have three orthogonal channels and a frame is shown as consisting of one control slot and 10 data slots. Figure 7 shows the



scheduling information available at IR 180, is labeled A. As the figure shows, node A has an established ASL with node B in channel 1 lasting for slots 1 and 2. By means of CONETS schedule packets exchanged with its collocated neighbors IR 100 and IR 140, which are labeled B and C, respectively, node A also knows that there is an established ASL from node B to IR 160, which is labeled E, on channel 2 during slots 1 through 3, an established ASL from node C to IR 130, labeled F, in channel 3 during slots 4 to 8, and a proposed ASL from node D to IR 110, labeled G, over channel 2 during slots 9 and 10.

For IR 180, 100, and 140 to send new transmission schedules to IRs to which they connect via radio links, they must exchange CONETS schedule packets among themselves to agree on the next schedule during the data slots of a frame, which they can then use in the control slot(s) of the following frame.

Hence, in this example, IR 100 cannot propose an ASL to IR 160 before its collocated neighbors IR 180 and IR 140 agree on it. Again, the end result of using CONETS among collocated neighbors is that all collocated neighbors present exactly the same transmission schedule during a given frame to their non-collocated neighbors.

Although the invention has been described in the context of particular embodiments, it should be realized that a number of modifications to these teachings may occur to one skilled in the art. Thus while the invention has been particularly shown and described with respect to these particular embodiments thereof, it will be understood that changes in form and scope may be made therein without departing from the scope and spirit of the invention.

# CLAIMS

What is claimed is:

1. A method for scheduling transmissions in a network including a plurality of collocated nodes and a plurality of non-collocated nodes, wherein the plurality of collocated nodes communicate between one another over a first interface and the plurality of non-collocated nodes communicate with the plurality of collocated nodes over a second interface, said method comprising the steps of:

exchanging scheduling information between the plurality of collocated nodes over the first interface, said scheduling information associated with transmissions between the plurality of collocated nodes and each of the plurality of non-collocated nodes on the second interface; and

determining, based at least in part on said scheduling information, a schedule for the plurality of collocated nodes for transmissions between the plurality of collocated nodes and each of the plurality of non-collocated nodes on the second interface.

2. The method of claim 1, wherein said step of exchanging scheduling information comprises exchanging said scheduling information over said first interface during a time frame while the plurality of non-collocated nodes send data packets to, and receive data packets from, each of the plurality of collocated nodes over the second interface.

3. The method of claim 2, wherein said time frame comprises a first time frame and said step of determining comprises determining a schedule for the plurality of collocated nodes for transmissions between the plurality of collocated nodes and each of the plurality of non-collocated nodes on the second interface, wherein said transmissions occur during a second time frame subsequent to said first time frame.

4. The method of claim 1, wherein communications over the second interface are performed using a plurality of time frames, each comprising a control and data portion, wherein said scheduling information comprises first scheduling information, wherein said step of exchanging scheduling information comprising exchanging said first scheduling information over the first interface during said data portion of said time frame, and wherein the method further comprises the step of exchanging second control information between the plurality of non-located nodes and each of the plurality of located nodes over the second interface during said control portion of said time frame, said second scheduling information associated with transmissions between the plurality of located and each of the plurality of non-located nodes.

5. The method of claim 1, wherein said step of exchanging scheduling information comprises sending a schedule packet from each of a first at least one located node to each of a second at least one located node of said plurality of located nodes, said schedule packet including an indication of all known nodes in the two-hop neighborhood of each of said first at least one node, incoming and outgoing collision-free links of each of said first at least one node that are already scheduled, time slots and data channels in which new links with each of said first at least one node can be reserved, and time slots and data channels on which each of said first at least one node will be listening while not active in scheduled links.

6. The method of claim 1, wherein said step of exchanging scheduling information comprises the steps of:

    sending a schedule packet from a first at least one located node of said plurality of located nodes to a second at least one located node of said plurality of located nodes over the first interface; and

    sending, in response to receiving said schedule packet, an acknowledgement packet from said second at least one

collocated node to said first at least one collocated node over  
the first interface.

7. The method of claim 6, wherein said step of exchanging scheduling  
information further comprises the steps of:

setting, in said second at least one collocated node of said  
plurality of collocated nodes, a sequence number of a last  
received schedule packet to a value of a sequence number of  
said schedule packet received from said first at least one  
collocated node of said plurality collocated nodes in said step of  
sending;

sending a hello packet from said first at least one collocated  
node of said plurality of collocated nodes to said second at least  
one collocated node of said plurality of collocated nodes, said  
hello packet identifying said first at least one collocated node  
and a sequence number of a last sent schedule packet from  
said first at least one collocated node;

determining if said sequence number of a last sent schedule  
packet indicates that said sequence number of a last sent  
schedule packet is less than said sequence number for a last  
received schedule packet;

and, in response to a positive determination:

transmitting a hello-response from said second at least one  
collocated node to said first at least one node of said plurality of  
collocated nodes, said hello-response including said sequence  
number for a last received schedule packet.

8. The method of claim 7, wherein said hello packet comprises a first  
hello packet and said step of exchanging scheduling information further  
comprises the steps of:

receiving said hello-response at said first at least one collocated node of said plurality of collocated nodes;

resetting said sequence number of a last sent schedule packet to the larger of said sequence number of a last sent schedule packet or 1 plus said sequence number of a last received schedule packet received in said hello-response; and

sending a second hello packet from said first at least one collocated node said second at least one collocated node of said plurality of collocated nodes, said hello packet identifying said first at least one collocated node and said sequence number of said last sent schedule packet as reset in said step of resetting.

9. The method of claim 6, wherein said step of exchanging scheduling information further comprises the steps of:

setting, in said second at least one collocated node of said plurality of collocated nodes, a sequence number of a last received schedule packet to said value a sequence number of said schedule packet received from said first at least one collocated node of said plurality of collocated nodes in said step of sending;

sending a hello packet from said first at least one collocated node of said plurality of collocated nodes to a second at least one collocated node of said plurality of collocated nodes, said hello packet identifying said first at least one collocated node and a sequence number of a last sent schedule packet from said first at least one collocated node;

determining if said sequence of a last send schedule packet indicates that said sequence number or a last sent schedule packet is less than said sequence number for a last received schedule packet;

and, in response to a negative determination, setting said sequence number of a last received schedule packet to said sequence number of a last sent schedule packet.

10. The method of claim 1, wherein said first interface comprises a wired link and said second interface comprises a wireless link.

11. The method of claim 1, wherein said wireless link comprises a plurality of RF channels and the plurality of collocated nodes communicates with at least two of the plurality of non-collocated nodes simultaneously over orthogonal channels of said plurality of RF channels.

12. A communications network, said network comprising:

a plurality of non-collocated nodes, each of said plurality of non-collocated nodes capable of receiving and transmitting transmissions on a first interface; and

a plurality of collocated nodes, said plurality of collocated nodes each capable of communicating between one another over a second interface, each of said plurality of collocated nodes further capable of receiving and transmitting transmissions to and from said plurality of non-collocated nodes on said first interface, wherein said plurality of collocated nodes exchanges scheduling information with one another over said second interface, said scheduling information associated with transmissions between the plurality of collocated nodes and each of the plurality of non-collocated nodes on said first interface, and determines, based at least in part on said scheduling information, a schedule for said plurality of collocated nodes for transmission between said plurality of collocated nodes and each of said plurality of non-collocated nodes on said first interface.

13. The network of claim 12, wherein said plurality of collocated nodes exchanges said scheduling information over said second interface during a time frame while said plurality of non-collocated nodes send data packets to, and receive data packets from, each of the plurality of collocated nodes over said first interface.

14. The network of claim 13, wherein said time frame comprises a first time frame and wherein said schedule determined by said plurality of collocated nodes comprises a schedule for said plurality of collocated nodes for transmissions between said plurality of non-collocated nodes on said first interface, wherein said transmissions occur during a second time frame subsequent to said first time frame.

15. The network of claim 12, wherein communications over said first interface are performed using a plurality of time frames, each comprising a control and data portion, wherein said scheduling information comprises first scheduling information, wherein said plurality of collocated nodes exchanges said first scheduling information over said second interface during said data portion of said time frame, and wherein said plurality of collocated nodes further exchanges second control information with each of said plurality of non-collocated nodes over said first interface during said control portion of said time frame, said second scheduling information associated with transmissions between said plurality of collocated nodes and each of said plurality of non-collocated nodes.

16. The network of claim 12, wherein said plurality of collocated nodes exchanges scheduling information comprising a schedule packet, said schedule packet including an indication of all known nodes in the two-hop neighborhood of a sending collocated node, incoming and outgoing collision-free links of said sending collocated node that are already scheduled, time slots and data channels in which new links with said sending collocated node can be reserved, and time slots and data channels on which said collocated node will be listening while not active in scheduled links.

1 17. The network of claim 12, wherein said first interface comprises a  
2 wireless link and said second interface comprises a wired link.

1 18. An apparatus in a communications network including a plurality of  
2 non-collocated routers capable of communicating over a first interface, said  
3 apparatus comprising:

4 at least two collocated routers, said at least two collocated  
5 routers capable of communications between one another over a  
6 second interface, and said at least two collocated routers  
7 capable of communications with each of the plurality of non-  
8 collocated routers over the first interface, wherein said at least  
9 two routers exchange scheduling information over said second  
10 interface, said scheduling information associated with  
11 transmissions between said at least two collocated routers and  
12 the plurality of non-collocated routers on the first interface, and  
13 wherein said at least two collocated routers determine, based at  
14 least in part on said scheduling information, a schedule for  
15 transmission between said at least two collocated routers and  
16 each of the plurality of non-collocated routers on the first  
17 interface.

1 19. The apparatus of claim 18, wherein the first interface comprises a  
2 wireless link and said second interface comprises a wired link.

1 20. The apparatus of claim 19, wherein said at least two collocated  
2 routers exchange said scheduling information over said wired link  
3 substantially simultaneously with said at least two collocated routers  
4 exchanging data with the plurality of non-collocated nodes over said wireless  
5 link.

1 21. The apparatus of claim 18, wherein said at least two collocated  
2 routers and the plurality of routers and the plurality of non-collocated routers  
3 communicating over the first interface using a plurality of time frames, each of  
4 said plurality of time frames including a control portion and a data portion, and



5 wherein said at least two collocated routers exchange said scheduling  
6 information over said second interface substantially simultaneously with the  
7 data portion of a selected at least one frame of said plurality of frames  
8 transmit on the first interface.

1 22. The apparatus of claim 21, wherein said selected at least one frame  
2 comprises a first selected at least one frame and wherein said schedule for  
3 transmission between said at least two collocated routers and each of the  
4 plurality of non-collocated routers on the first interface comprises a schedule  
5 for transmission during a second selected at least one frame of said plurality  
6 of frames transmit subsequent to said first selected at least one frame.

TRANSMISSION SCHEDULING COORDINATION AMONG COLLOCATED  
INTERNET RADIOS

ABSTRACT OF THE INVENTION

A method for collocated nodes communicating over a first interface  
5 to agree on a conflict-free transmission schedule among themselves, which  
they can then use to collaborate with neighbors accessed through a second  
interface, for example through wireless links in order to obtain collision-free  
transfers of unicast, multicast and broadcast packets over wireless channels,  
and channel access delay guarantees. The collocated nodes behave as a  
10 single virtual node for the purpose of establishing a consistent transmission  
schedule throughout the nodes of a multihop wireless network.

NC 30315

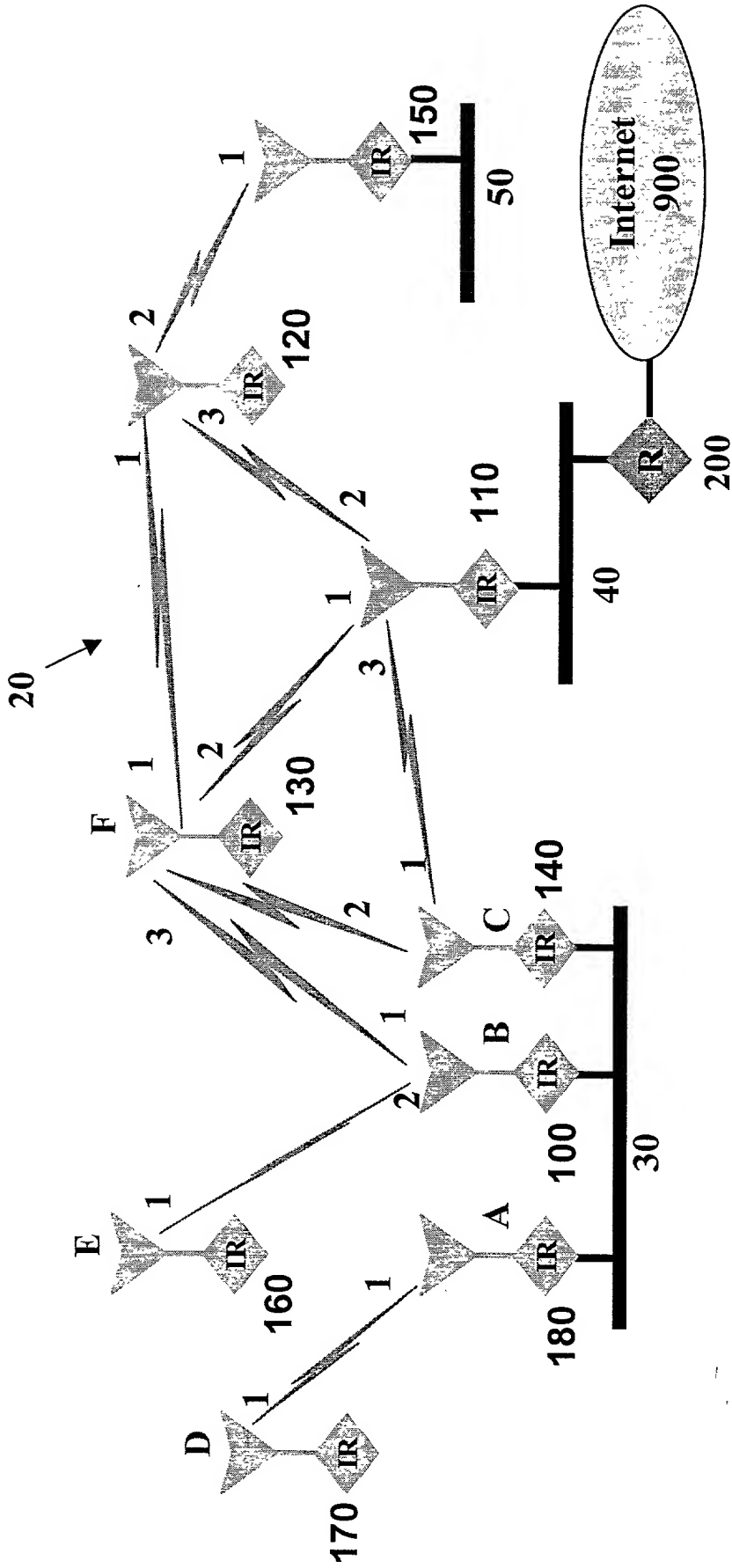


Figure 1

200

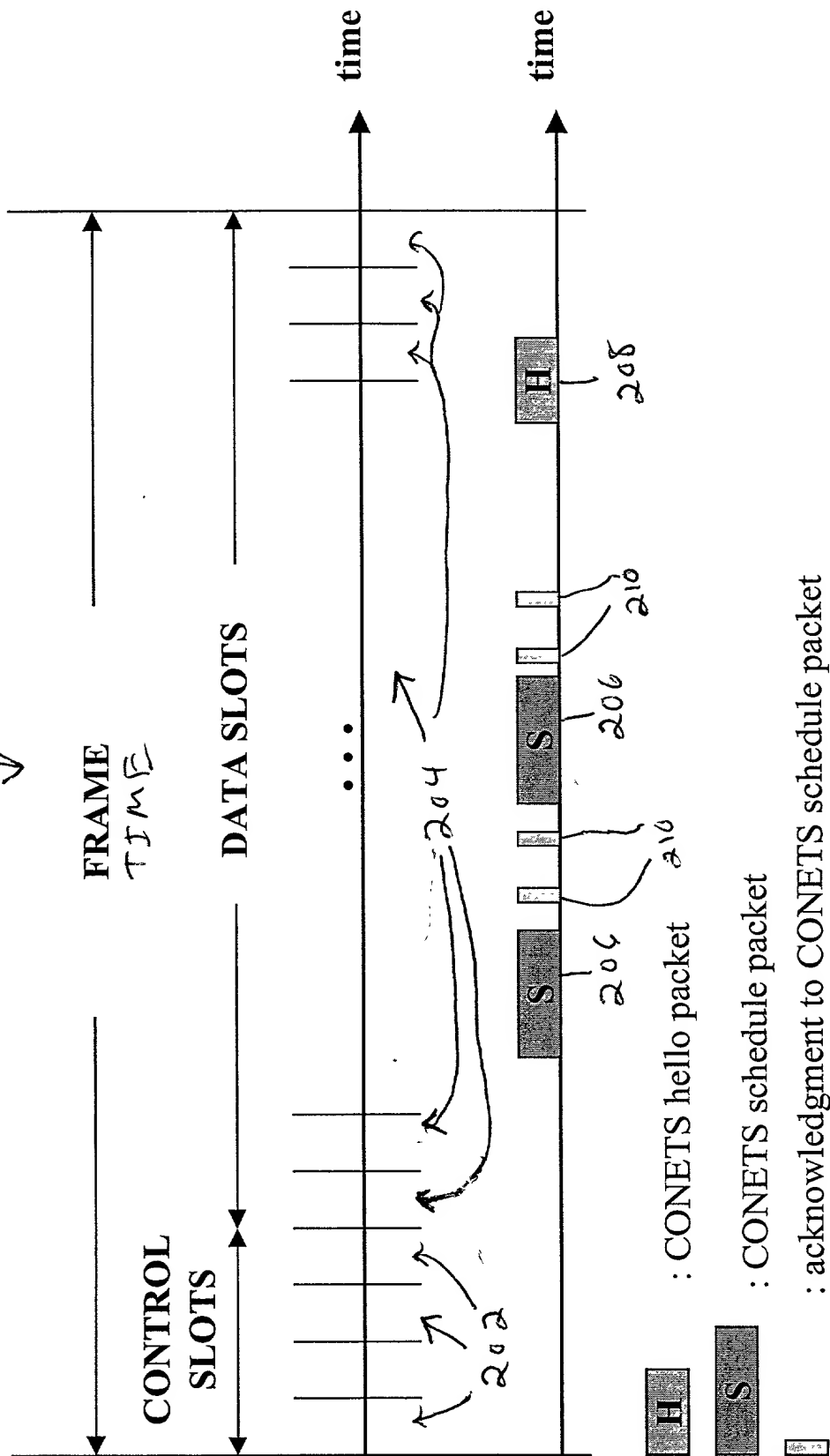


Figure 2

FIG. 3A is a flowchart illustrating a process for handling received packets and scheduling.

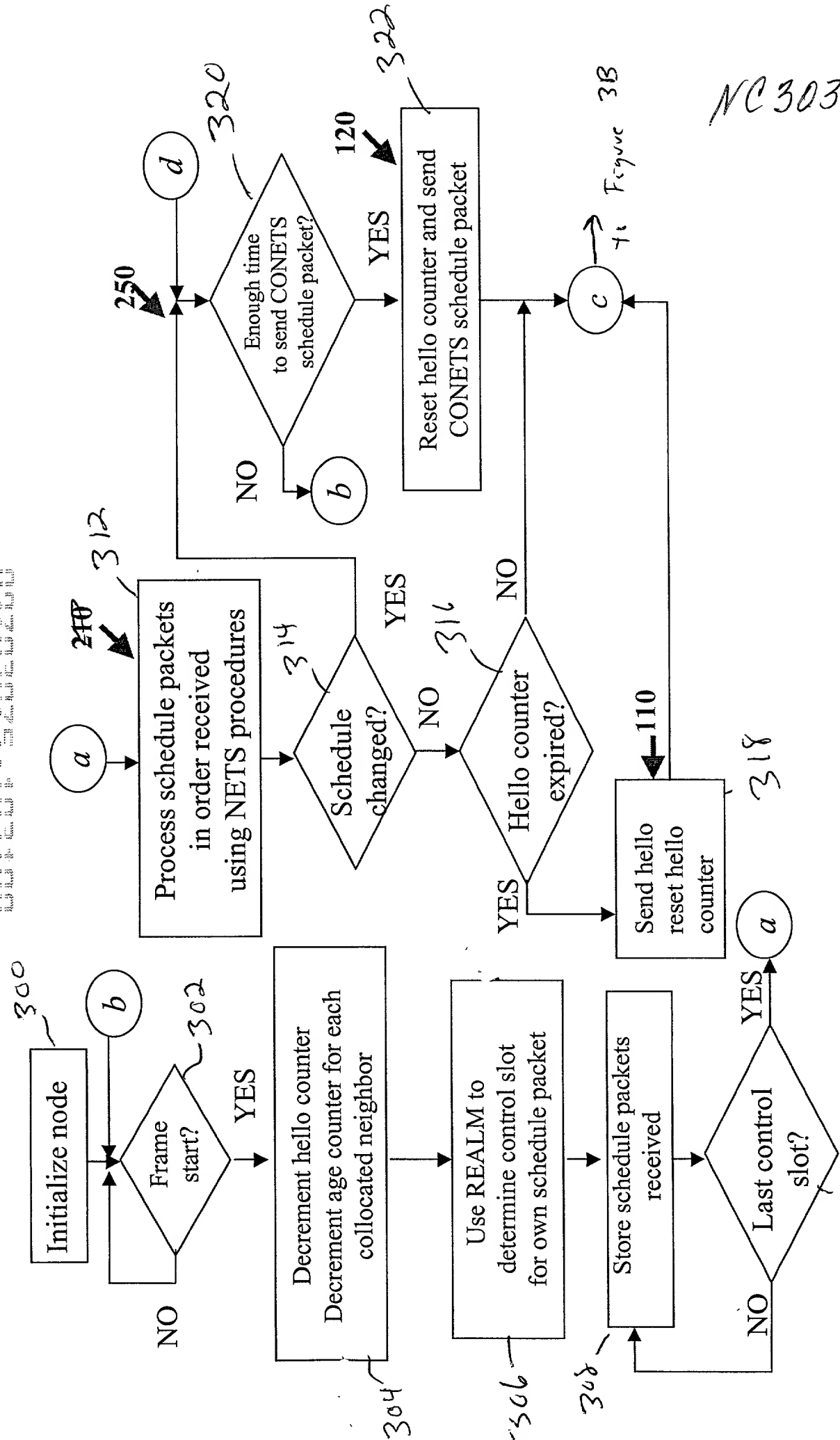
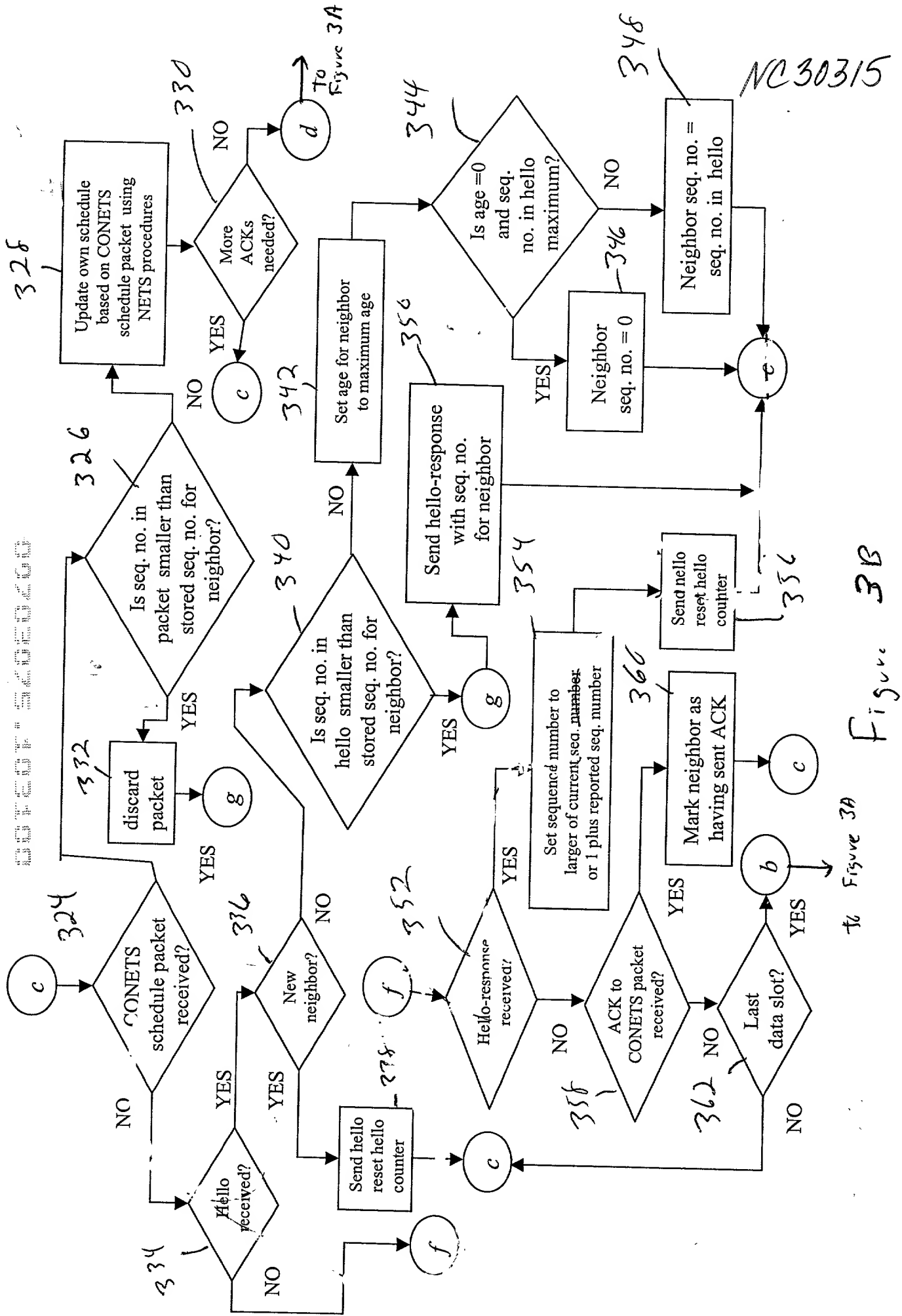


Figure 3A

NC 30315



sequence number

416



sequence number	400
age	402
address of collocated neighbor	404
list of outgoing ASLs	406
list of incoming ASLs	408
list of idle slot ranges	410
list of active one-hop neighbors	412
list of one-hop and two-hop neighbors	414

NC 30315

Figure 4

NC30315

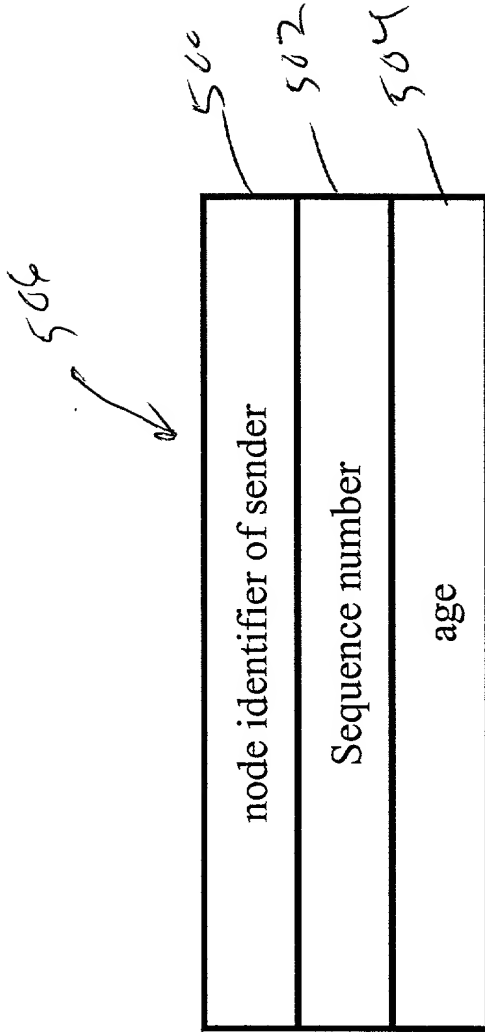


Figure 5



NC30315

608  
↓

Node identifier of sender	600
Node identifier of receiver	602
sequence number	604
age	606

Figure 6

NC30315

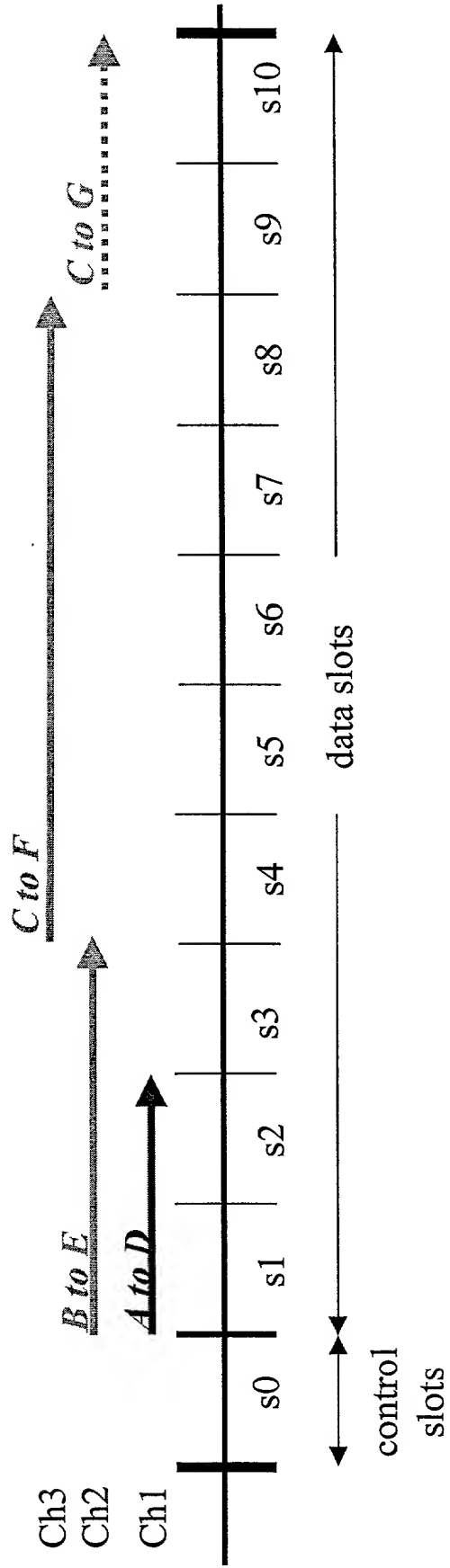


Figure 7